

EDNA B. MONTGOMERIE
Group Games for the Blind

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ably not meet with success if you try to urge a patient to do this or that, but you will often accomplish the thing you want done by urging them *not* to do it! The type of picture these patients enjoy most are very amusing comedies followed by pictures which will call their minds to play. While the pictures are preferably simple, they should require a certain amount of thought to follow them through. Games should be simple but instructive, requiring thought in the same way as do the moving pictures. No type of patient, you will find, will enjoy the games and films more than do the mental patients.

Note: Mr. MacLean has a large number of original games which he will be glad to forward to anyone wishing them. His address is Reading, Pa.

I remember how as a boy in a small town of a couple of thousand, I living on a nearby farm, our spare time was left to ourselves to work out as we saw fit, much of it was well used without a doubt with our hunting and fishing, visits to the "old swimming hole," shack building in the woods, learning games from the older boys, but on the other hand, I also remember the village livery stable and the village pool room and the village prostitute and the lack of any education in things a boy ought to be taught and which is furnished through the Scouts, Boys' Department of the Young Men's Christian Association, playground leadership, and I know now that my life would have been much more wholesome had we had proper leadership in our community.

The bully usually ruled on the school ground and organized games and leadership would have been a great thing here.

We all grew up, to be sure, and by the grace of God, some of us, perhaps most of us, grew up morally clean and physically fit. Those with ambition answered the lure of the city as soon as they could—lack of leadership and recreational opportunity and understanding of the needs of growing boys on the part of the elders was largely responsible.—JOHN BRADFORD

Group Games For the Blind

Adapted by EDNA B. MONTGOMERIE

Guess What: The group is seated in a circle. A tray is passed around on which are bottles and jars that have contained various substances or liquids having strong odors. When all have smelled, the one who can guess the most odors is proclaimed winner.

Laughing Game: The group is seated in a circle. The leader indicates who shall laugh, and the rest of the group tries to guess who it is. The one who guesses correctly most often wins.

Combination Pass Relay: The group is divided into two teams and lined up one behind the other. Each team is given a ball or a convenient object, not too small, and at the signal the object is passed down the line, overhead, both hands being used. The teams face right, and pass the ball back up to the front of the line; then turn about face and pass it down the line; then left face, and pass the ball overhead to the front of the line. The team finishing first wins.

Circle Baseball Relay: Two teams stand in circles near each other. One takes the name of one baseball team, the other another. At the signal, the captain of each team, who has been given a basket ball, starts passing the ball to the right, each person on the team handling the ball with both hands. When the ball returns, the captain shouts, "One," but continues to pass the ball. The second time he shouts, "Two," then "Three," "Four," "Five" and at "Six," he holds the ball up. This is the end of the first inning, the team finishing first scores one point. There are five innings to an official game.

Who Is My Neighbor?: All join hands in a circle, one person standing in the center. This player goes up to any one of the group and by feeling his features, by noting his height and the breadth of his shoulders, tries to guess who it is. The players may stoop, may distort their faces, and in other ways try to disguise their identity. The person who is correctly identified has to go into the center of the circle.

Recreation Congress
Springfield, Illinois
October 8—12 1923

Shouting Proverbs: The group is divided into two teams. Each team goes to one side and selects a well-known proverb. The words are assigned to different members, several may have the same word. When all is ready, the teams line up facing each other in the center of the room. At the signal, one team starts shouting its proverb, i. e., each individual calling his word over and over again, the other team tries to guess the proverb. Afterwards, the other team has an opportunity to shout its proverb. The leader times each team, and the one guessing the proverb in the shortest time is the winner.

Ghosts: Two teams are formed. One team is seated along the side of the room, the other stands in line. One person of the group, standing, goes down the seated line shaking hands with each one, and then returns to his group. The seated team decide who it was and their captain announces it to the leader. If they have guessed correctly, they score one point. The game continues until the last one has shaken hands, when the sides change places. The side guessing the most correctly are the winners.

Peanut Relay: Two equal groups stand in ranks facing each other. On the floor at the head of each team the leader places six peanuts. The members of each team join hands down the ranks and do not break ranks until the end of the game. At the signal, the two leaders stoop down and pick up one peanut and start it down the line, then a second, and so on, not skipping anyone anywhere down the line. The peanuts go all the way down the line and the end player places them on the floor as he gets them. When the sixth is put down and the last person has straightened up for a moment, he immediately starts passing them back, one at a time as in the beginning. There must be a judge for each line. Any peanut dropped on the way down is taken back to the start by the judge and passed again. Any dropped on the way back are taken to the end of the line and passed up again. The line finishing first wins.

Earth, Air, Fire, Water: Two teams are seated opposite each other. The leader goes

down the line and, alternating between the teams, touches one on the shoulder and says, "Air!" and counts ten, or says, "Fire, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!" or Earth, Air or Water. At the word "Air," the one touched must name something that flies in the air, as blue bird, robin, hawk; if "Water," he must name a fish or an aquatic plant; if "Earth," a quadruped or land animal, or plant of the earth; if "Fire," he must remain silent. All answers must be given before the leader has finished counting ten. Failure to follow the rules given, gives a point to the opposing side. The side having the larger score at the end of the game wins.

Touch Ball: All stand in a single circle shoulder to shoulder, except one player who is on the outside of the circle. Those in the circle have a basket ball which they start passing to the right. If they continue to pass it to the right three times in succession, the one on the outside goes into the center. The one on the outside puts one hand behind his back and with the other tries to touch the ball in the hands of someone. If he succeeds in so doing, that person must change places with him. If the player in the circle drops the ball, or if he skips over one in passing it, that one must change places with the one on the outside. The one who has to go in the soup may choose someone to take his place on the outside. When the next one has to go in the soup, the one inside may go back into the circle.

Pass Man Relay: Two equal teams with equal numbers are lined up behind one another. At the signal the second man in each line takes the first man and passes him to No. 3, who passes him to the next one. This is continued until the man gets to the end of the line, when all face about, and the man is passed back to his place. Number 2 is then passed down the same way, followed by all the others in their turn. The last man turns about in place and shouts, "All finished!" The first line through wins.

Number Spin: All standing in a circle are numbered consecutively around the circle. The leader who stands in the center, calls several numbers and then says, "Spin!" At

the word "Spin," those whose numbers have been called must bend both knees and touch the floor with both hands, then stand up and spin around. The last one to finish scores one. The object of the game is to try not to score any points.

Stage Coach: The players are all seated on the floor. The leader gives each one in the circle the names of some part of the stage coach, such as the wheel, hub, horses, spoke, door, driver, roof, windows, tongue, lines, seats, steps, whip. He then designates special passengers, as fat man, fat lady, flirt, fresh young man, actress, and others. He tells a story in which he brings in all the mentioned names. If the group is large, there may also be bandits, and Indians. As each person or part is mentioned the person corresponding to the name called must get up, turn around, and sit down. Those failing to do so with alacrity must pay a forfeit, and later must recite a rhyme or limerick, or give a pun in order to redeem their forfeits.

Bounce Ball Relay: Five teams line up facing one another. The first one in each line has a basket ball. At the signal he bounces the ball three times in front of him, and then passes the ball to No. 2 who does the same and passes it on to No. 3, and so on. The one at the end of the line bounces it six times and then the one next to him bounces it three times, and it is passed back to the first of the line in this same manner. The line finishing first wins.

A Stilt Contest

A novel type of tournament and one which attracted large crowds of people was the stilt contest promoted by the Minneapolis Park Board Recreation Department and the *Daily News*.

B. G. Leighton, Superintendent of Recreation in Minneapolis, gives the following comments upon the organization of the contest:

The Contestants

The tournament was open to every boy and girl in Minneapolis and nearby towns, under fifteen years of age and under sixty inches in height. The contestants were divided into four classes as follows:

1. B. Boys under fifty-two inches
2. B. Girls under fifty-two inches
3. A. Boys fifty-two to sixty inches
4. A. Girls fifty-two to sixty inches

Registration and Numbers

All taking part were required to register on the day of the meet. Upon registration, numbers were given them. Each contestant was permitted to furnish his own stilts provided they were not more than one inch by one and a half inches stock, five feet long with stirrups not more than twelve to fifteen inches from the lower end of the stilts.

Special Rules

1. Stilts strapped to legs will not be allowed.
2. Stirrups must be not more than twelve to fifteen inches from bottom end of stilts.
3. No kicking will be allowed.
4. As soon as a contestant fouls, he must leave the tournament field at once.
5. No contestant will be allowed to compete in a stunt that is dangerous in any manner.

Program and Prizes

1. Balancing in an 18-inch Circle

1. B. Boys—Under 52 inches. First, big league bat; Second, indoor baseball; third, two-bladed jack-knife

2. B. Girls—Under 52 inches. First, sleeping doll; second, vanity bag; third, silver pencil

3. A. Girls—52 to 60 inches. First, fountain pen; second, shopping bag; third, silver pencil

4. A. Boys—52 to 60 inches. First, big league bat; second, indoor baseball; third, baseman's glove

II. Cock Fight in a 7-Foot Circle

5. B. Boys—Under 52 inches. First, Billy Bush flyer; second, two-bladed jack-knife; third, leather pencil case

6. A. Boys—52 to 60 inches. First, kangaroo hopstick; second, big league bat; third, army flashlight

III. Obstacle Race

7. B. Girls—Under 52 inches. First, sleeping doll; second, silver pencil; third, flag

8. B. Boys—Under 52 inches. First, Franco flashlight; second, indoor ball; third, leather pencil case

9. A. Boys—52 to 60 inches. First, big league bat; second, indoor baseball; third, leather pencil case

10. A. Girls—52 to 60 inches. First, fountain pen; second, ball and bat; third, silver pencil

Games in Preparation for the Badge Test

Prepared by
R. K. ATKINSON
Secretary of the

Committee for the Revision of the Tests

Since the badge tests are essentially "athletic" tests, the best training is found, of course, in the use of athletic events. To introduce the play element, however, "meets" and "tournaments," even of the small, informal sort, should be used. Group competition is especially valuable, as the backward and less skillful boys and girls will thus be brought in. Since their performances will add or detract from the record of the team, the more competent boys and girls on the team may be easily enlisted as coaches in preparation for "finals." (Chapters II and III of the handbook, *Recreative Athletics**, on Group Athletics and Tournaments give excellent and practical suggestions.)

In the tests there is a grouping of events under four heads. The boys' tests are based upon: 1. Climbing, 2. Jumping, 3. Running, 4. Throwing; the girls' upon: 1. Balancing, 2. Running, 3. Throwing, 4. Skill in standard games.

The following games are suggested, reference being to Bancroft's *Games for the Playground, Home, School and Gymnasium* (Macmillan) and to Bowen and Mitchell's *Practice of Organized Play* (Barnes). Both of these should be in the possession of the play leader.

Boys

I. Climbing

Follow the Leader—Bancroft, page 89, and Bowen and Mitchell, page 2

All sorts of climbing stunts may be introduced in this game. Trees and fences may be used. If a bar or trapeze is to be used in giving the badge tests, have it ready in advance and suggest to the leader certain simple stunts on the bar, including chinning, as part of the game. Use also low limbs of trees and a rope fastened in a tree or one

the climb short, tying a handkerchief around the rope eight or nine feet from the ground so that the actual climb need only be three or four feet.

II. Jumping

Introduce into Follow the Leader, the jump, either running or standing, across certain marked spaces. Have pits and take-off for the broad jumps and standards for the high jump on hand for stunt use. Boys always enjoy the variety introduced by the hop, step and jump, either standing or running start. (See *Jumps*, Bowen and Mitchell, page 23.)

Jumping Relay Race—Bancroft, page 117

Jump the Shot—Bancroft, page 122

Leap Frog—Bancroft, page 127 (see index also)

III. Running

All games of tag and all sorts of relays

Tag games, Chapter IX—Bowen and Mitchell

Tag—Bancroft, page 191 (see index also)

Shuttle Relay—Bancroft, page 173 (see index also)

Relay Races—Bowen and Mitchell, pages 34-42

Club Snatch—Bancroft, page 72

IV. Throwing

Duck on Rock—Bancroft, page 81—Bowen and Mitchell, page 96

Horse Shoe Pitching—Bowen and Mitchell, page 78

(These are two old and popular American games that will greatly interest adults as well as children.)

Roley-Poley—Bancroft, page 399

(Also called Hatball and Nigger-baby. Use a tennis ball.)

GIRLS

I. Balancing

Many stunts in *Follow the Leader* can be done on the balance beam which should be left where the children may have constant access to it. Let two girls start at different ends of the beam and work out some scheme of passing each other on the beam without stepping off.

II. Running

Use about the same games as for the boys. (Many of the games are adapted for boys and girls to play together, as for example in the relays on each team have boys and girls alternate.)

* This may be secured from the Playground and Recreation Association of America, 315 Fourth Avenue, New York City, price \$.50

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